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15TH JULY 2025

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Lara Croft and the Guardian of Light" is an action-adventure video game developed by Crystal Dynamics and published by Square Enix.

Released in 2010, it marked a departure from the traditional Tomb Raider series format, focusing on a top-down isometric perspective rather than the third-person view that characterizes the mainline games.

In "Guardian of Light," players control Lara Croft and a new character named Totec, an ancient guardian.

The game features cooperative gameplay, allowing two players to work together to solve puzzles, overcome obstacles, and defeat enemies.

Players can switch between characters, each with unique abilities that complement each other, which makes teamwork essential in navigating the game's levels.

The game is well-received for its engaging gameplay, cooperative mechanics, and an emphasis on action and puzzle-solving.

It combines platforming elements, combat, and exploration, while also incorporating many of the franchise's hallmark features such as treasure hunting and ancient artifacts.

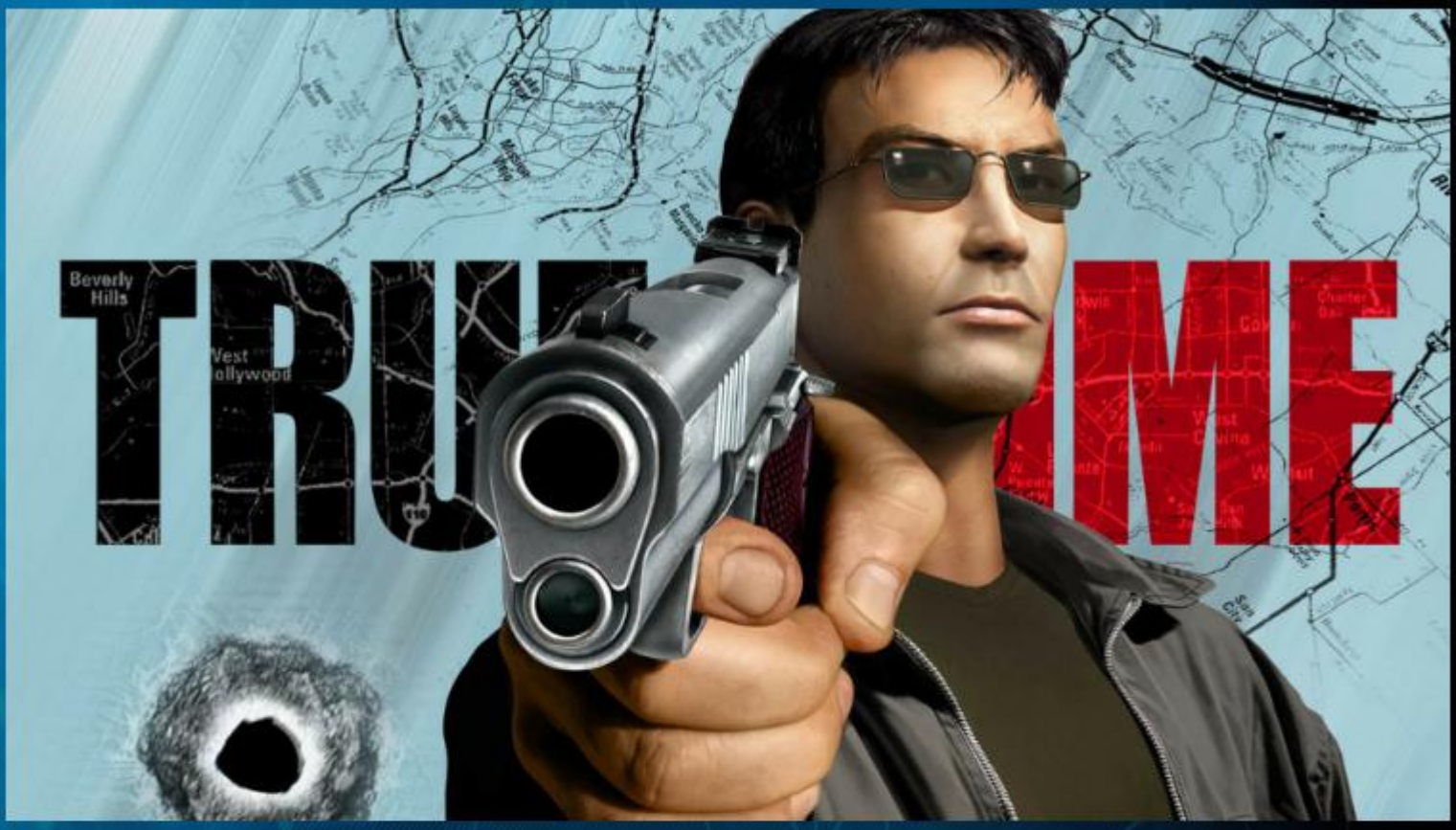
Overall, "Lara Croft and the Guardian of Light" is notable for its innovative approach to the Tomb Raider formula and remains a beloved entry in the franchise.

It was followed by a sequel, "Lara Croft and the Temple of Osiris," which continued to explore cooperative gameplay in the same style.

RETRO Magazine

TRUE CRIME STREETS OF LA

GAMER

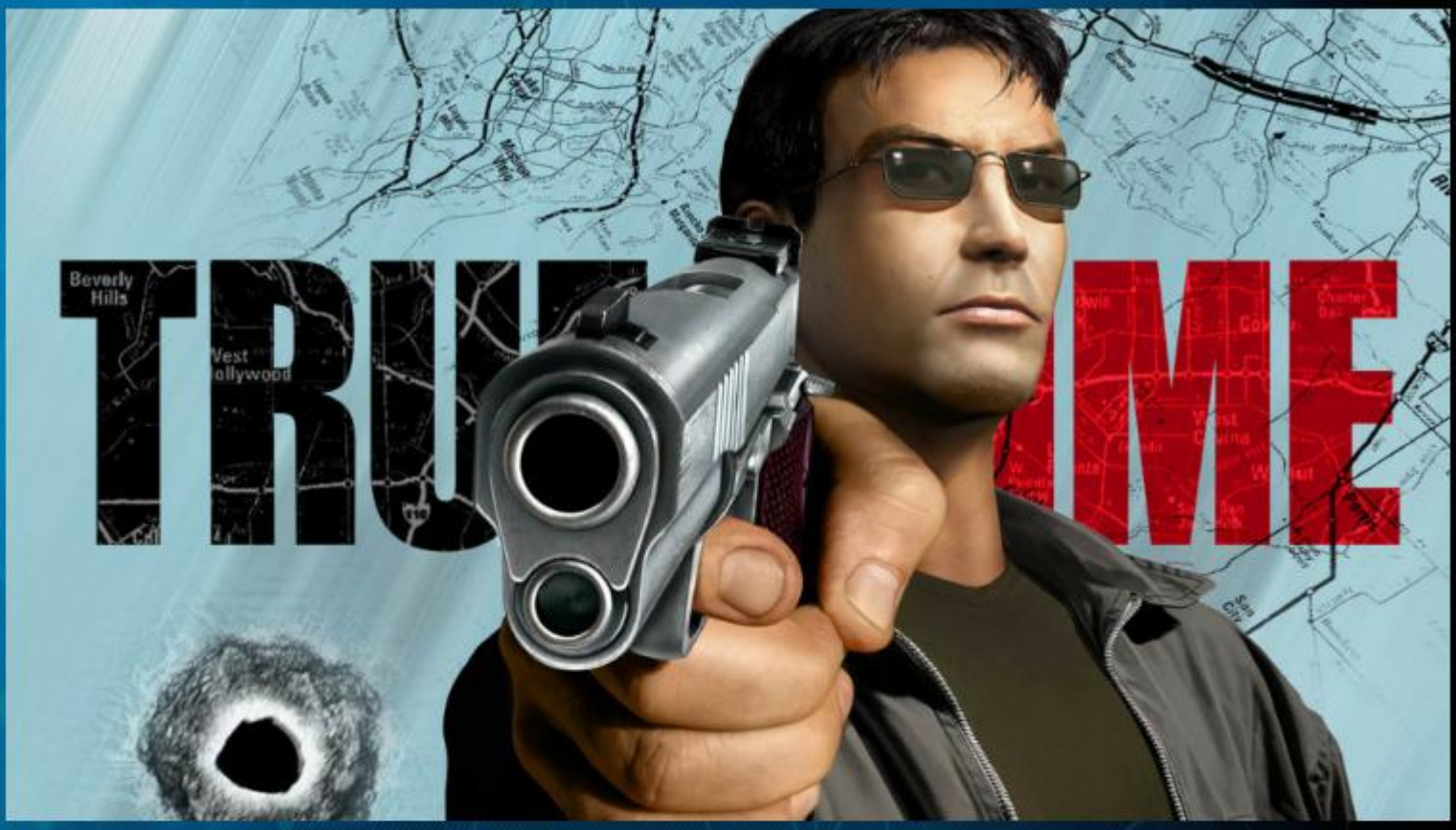


"True Crime: Streets of LA" is an action-adventure video game developed by Luxoflux and published by Activision.

Released in 2003, it is the first title in the True Crime series. The game features an open-world environment set in Los Angeles and combines elements of action, driving, and adventure gameplay.

TRUE CRIME
STREETS OF LA

RETRO Magazine TRUE CRIME STREETS OF LA GAMER



In "True Crime: Streets of LA," players assume the role of Nick Kang, a police officer who has a troubled past and is working to restore his reputation while combating crime in the city.

The game allows players to explore a large, open-world version of Los Angeles, complete with various districts and landmarks.

TRUE CRIME STREETS OF LA

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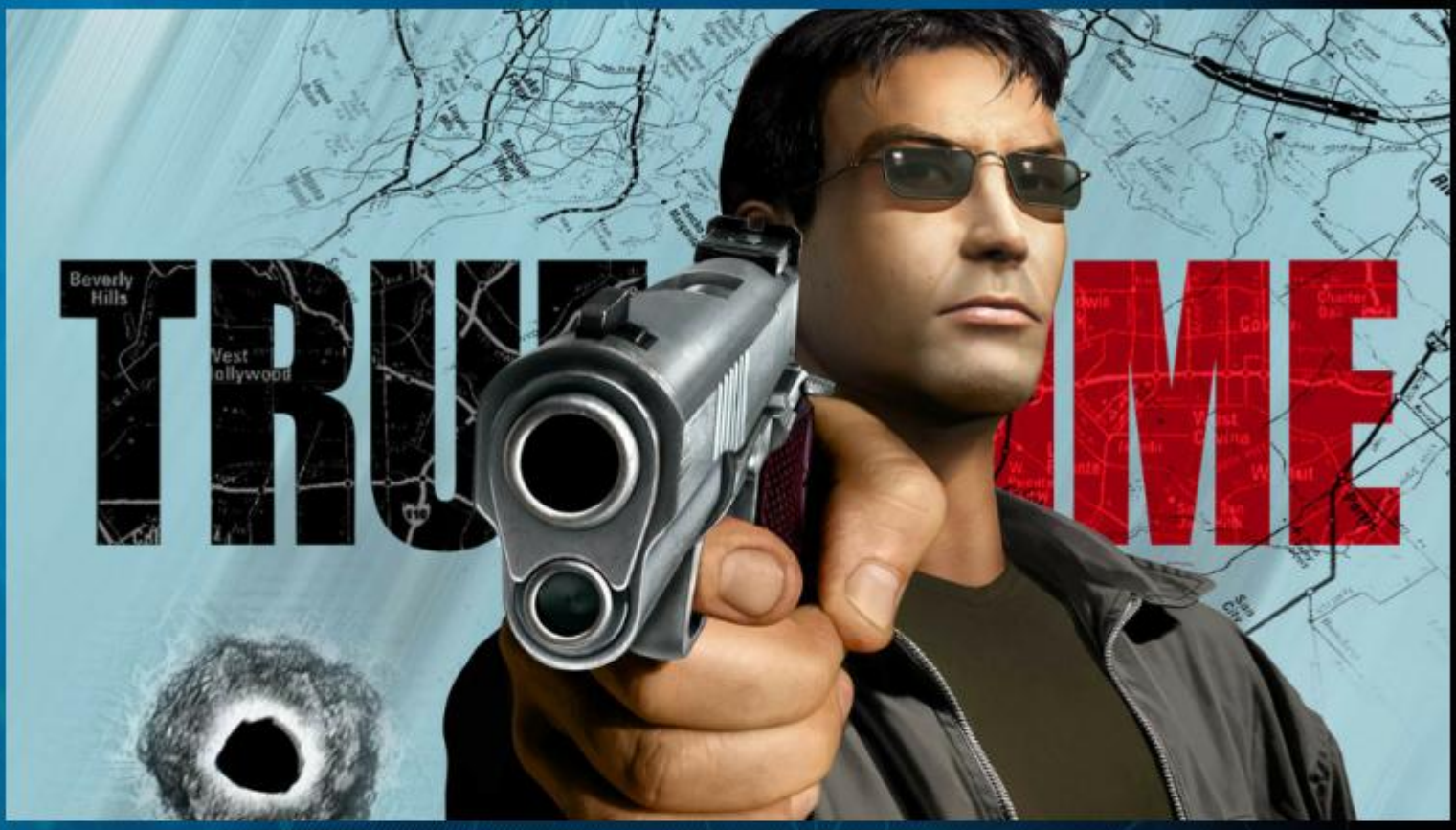
TRUE CRIME STREETS OF LA GAMER

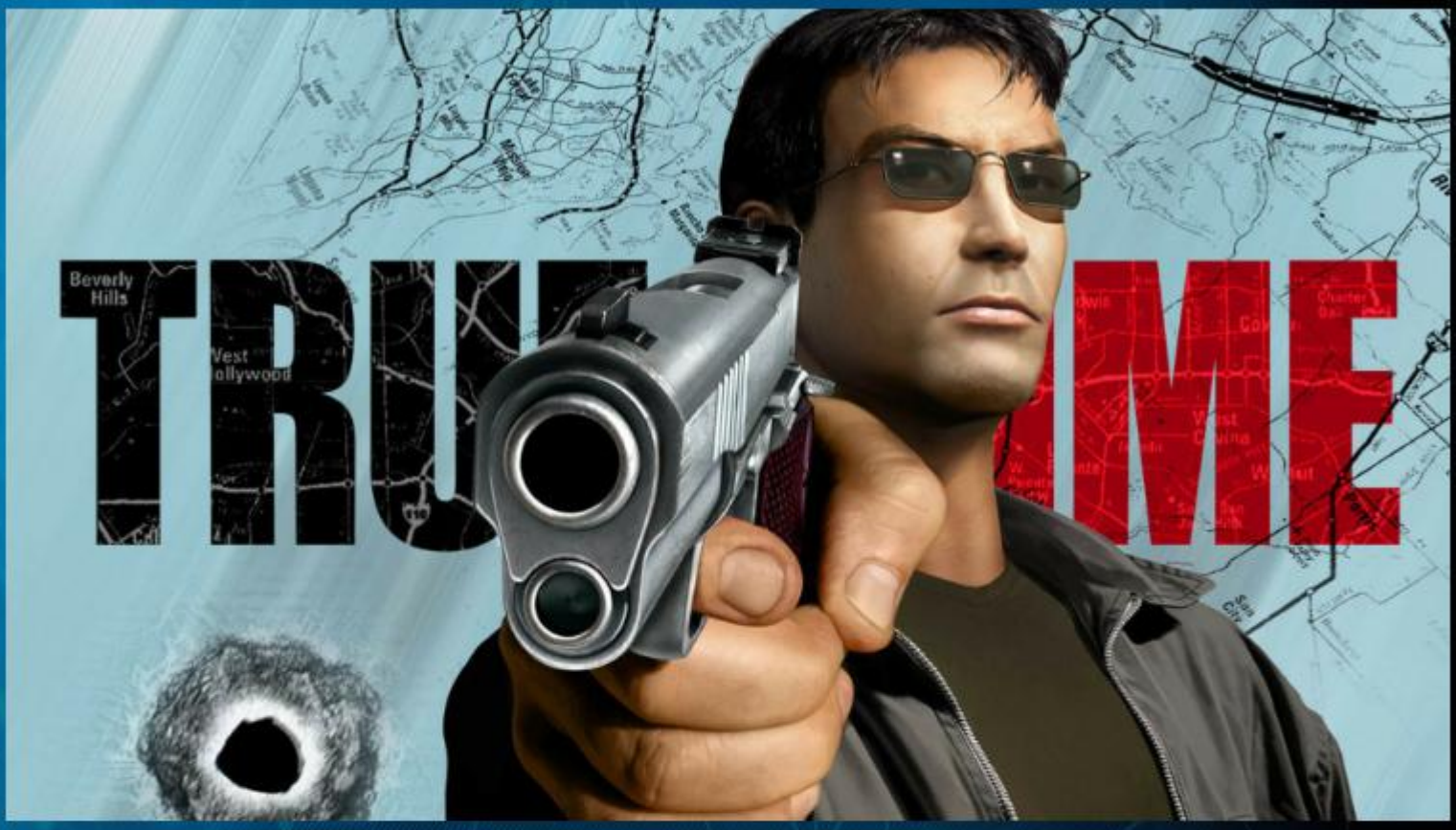


Players can freely roam around Los Angeles, engaging in various side missions, driving cars, and interacting with Non playable Characters.

Players can drive numerous vehicles, from cars to motorcycles, and engage in high-speed pursuits and chases.

Players are faced with choices that impact the game's storyline and how Nick Kang is perceived, allowing for different endings based on player decisions.

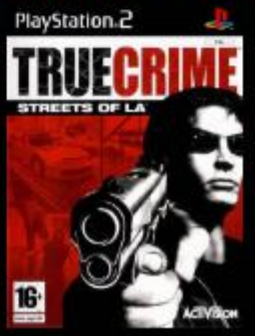
TRUE CRIME STREETS OF LA



The narrative revolves around Kang's quest to take down crime syndicates while confronting his own demons and making choices that affect the story's outcome.

True Crime: Streets of LA" received mixed reviews, with praise for its open-world design, engaging narrative, and diverse gameplay elements, while criticism was aimed at some technical issues and its overall execution.

TRUE CRIME
STREETS OF LA



RETRO Magazine

MARIO KART 64

GAMER

MARIO KART 64 IS A POPULAR RACING VIDEO GAME DEVELOPED AND PUBLISHED BY NINTENDO FOR THE NINTENDO 64 CONSOLE.

RELEASED IN 1996, IT IS THE SECOND GAME IN THE MARIO KART SERIES, FOLLOWING THE ORIGINAL "SUPER MARIO KART" FOR THE SUPER NINTENDO ENTERTAINMENT SYSTEM (SNES).

MARIO KART 64 WAS ONE OF THE FIRST GAMES IN THE SERIES TO FEATURE 3D GRAPHICS, WHICH PROVIDED A SIGNIFICANTLY DIFFERENT VISUAL EXPERIENCE COMPARED TO ITS PREDECESSOR.

FEATURES A BATTLE MODE WHERE PLAYERS COMPETE TO POP EACH OTHERS BALLOONS USING ITEMS IN AN ENCLOSED ARENA.

MARIO KART 64

RETRO Magazine

MARIO KART 64

GAMER

PLAYERS CAN CHOOSE FROM A CAST OF CHARACTERS FROM THE MARIO UNIVERSE, INCLUDING ICONIC FIGURES SUCH AS MARIO, LUIGI, PRINCESS PEACH, TOAD, YOSHI, WARIO, DONKEY KONG, AND BOWSER.

THE GAME INCLUDES 16 UNIQUE TRACKS, DIVIDED INTO FOUR CUPS (MUSHROOM, FLOWER, STAR, AND SPECIAL). EACH TRACK HAS ITS OWN DISTINCTIVE DESIGN AND OBSTACLES.

PLAYERS CAN COLLECT AND USE VARIOUS ITEMS TO GAIN AN ADVANTAGE OR HINDER OPPONENTS, INCLUDING SHELLS, BANANAS, MUSHROOMS, AND THE POWERFUL BLUE SHELL.

MARIO KART 64

RETRO Magazine

MARIO KART 64

GAMER

MULTIPLAYER MODE ONE OF THE GAME'S MOST NOTABLE FEATURES IS ITS MULTIPLAYER MODE, ALLOWING UP TO FOUR PLAYERS TO RACE AGAINST EACH OTHER, MAKING IT A FAVORITE FOR LOCAL PLAY.

BATTLE MODE**: IN ADDITION TO TRADITIONAL RACING, THE GAME FEATURES A BATTLE MODE WHERE PLAYERS COMPETE TO POP EACH OTHER'S BALLOONS USING ITEMS IN AN ENCLOSED ARENA.

"**MARIO KART 64**" IS CONSIDERED A CLASSIC AND HELPED ESTABLISH THE MARIO KART FRANCHISE AS ONE OF THE MOST SUCCESSFUL AND BELOVED RACING SERIES IN GAMING HISTORY.

MARIO KART 64

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MARIO KART 64

GAMER

THE GAME REMAINS A NOSTALGIC FAVORITE FOR PLAYERS AND IS OFTEN REVISITED IN RETRO GAMING COMMUNITIES AND EVENTS.

ITS FUN MULTIPLAYER MODE AND SIMPLE YET ENGAGING GAMEPLAY HAVE CONTRIBUTED TO ITS LASTING POPULARITY.

THE GAME HAS HAD A LASTING IMPACT ON THE MARIO KART FRANCHISE, INFLUENCING LATER TITLES AND REMAINING A BELOVED CLASSIC AMONG GAMERS.

ITS POPULARITY IS DRIVEN BY ITS FUN MULTIPLAYER MODE AND SIMPLE YET ENGAGING GAMEPLAY.

MARIO KART 64

RETRO Magazine

CINEMAWARE®

GAMER

The THREE STOOGES

"THE THREE STOOGES" GAME DEVELOPED BY CINEMAWARE WAS RELEASED IN THE EARLY 1990S AND IS A CLASSIC ADVENTURE GAME THAT PAYS TRIBUTE TO THE FAMOUS COMEDY TRIO.

THE GAME FEATURES SEVERAL MINI-GAMES AND SCENARIOS THAT REFLECT THE SLAPSTICK HUMOR AND ANTICS OF LARRY, CURLY, AND MOE.

PLAYERS HAVE THE OPPORTUNITY TO ENGAGE IN VARIOUS TASKS THAT CAPTURE THE SPIRIT OF THE STOOGES, SUCH AS HELPING TO RAISE MONEY TO SAVE AN ORPHANAGE BY PERFORMING SILLY STUNTS AND SOLVING PUZZLES.

CINEMAWARE®

RETRO Magazine

CINEMAWARE® CAMER GAMER

The THREE STOOGES

THE GAME TAKES ADVANTAGE OF CARTOON-LIKE GRAPHICS AND HUMOROUS ANIMATIONS TO EVOKE THE COMEDIC ESSENCE OF THE ORIGINAL THREE STOOGES SHORTS.

THE GAMEPLAY OFTEN INVOLVES QUICK REFLEXES AND TIMING, AS PLAYERS NAVIGATE THROUGH CHALLENGES WHILE INTERACTING WITH VARIOUS CHARACTERS.

THE THREE STOOGES GAME STANDS OUT FOR ITS ABILITY TO BLEND FAMILIAR COMIC ROUTINES WITH ENGAGING GAMING MECHANICS, MAKING IT A NOSTALGIC EXPERIENCE FOR FANS OF THE COMEDY GROUP.

CINEMAWARE®

RETRO Magazine

CINEMAWARE®

GAMER

The THREE STOOGES

CINEMAWARE WAS KNOWN FOR ITS CINEMATIC APPROACH TO GAMING, AND THIS TITLE IS NO EXCEPTION, EMBODYING THE ESSENCE OF THE THREE STOOGES' CLASSIC COMEDY IN AN INTERACTIVE FORMAT.

IT'S WORTH NOTING THAT THE GAME HAS SEEN VARIOUS RELEASES ON DIFFERENT PLATFORMS OVER THE YEARS, REMAINING A BELOVED PIECE OF GAMING HISTORY AMONG FANS.

CINEMAWARE®

RETRO Magazine MEDIEVIL GAMER

MEDIEVIL IS AN ACTION-ADVENTURE HACK AND SLASH VIDEO GAME DEVELOPED BY SCE CAMBRIDGE STUDIO AND PUBLISHED BY SONY COMPUTER ENTERTAINMENT.

IT WAS ORIGINALLY RELEASED FOR THE ORIGINAL PLAYSTATION IN 1998. THE GAME FOLLOWS THE STORY OF SIR DANIEL FORTESQUE, A KNIGHT WHO IS RESURRECTED TO SAVE THE KINGDOM OF GALLOWMERE FROM THE EVIL SORCERER ZAROK.

RETRO Magazine MEDIEVIL GAMER

PLAYERS CONTROL SIR DAN THROUGH VARIOUS LEVELS FILLED WITH ENEMIES, PUZZLES, AND CHALLENGES.

THE GAME FEATURES A MIX OF PLATFORMING AND COMBAT, WITH DAN USING A VARIETY OF WEAPONS AND ITEMS TO DEFEAT FOES AND NAVIGATE THE ENVIRONMENT.

THE GAME IS KNOWN FOR ITS DISTINCTIVE ART STYLE, COMBINING COLORFUL GRAPHICS AND A WHIMSICAL YET DARK ATMOSPHERE. THE VISUAL DESIGN ADDS TO THE GAME'S QUIRKY CHARM.

RETRO Magazine MEDIEVIL GAMER

MEDIEVIL" IS NOTED FOR ITS TONGUE-IN-CHEEK HUMOR AND CLEVER WRITING, MAKING IT APPEAL TO BOTH YOUNGER PLAYERS AND ADULTS.

THE GAME WAS WELL-RECEIVED AND HAS SINCE BECOME A BELOVED CLASSIC, LEADING TO SEQUELS AND A REMASTERED VERSION.

RETRO Magazine MEDIEVIL GAMER

A REMAKE OF "MEDIEVIL" WAS RELEASED FOR THE PLAYSTATION 4 IN 2019, FEATURING UPDATED GRAPHICS AND GAMEPLAY IMPROVEMENTS WHILE MAINTAINING THE ORIGINAL'S CHARM.

THE GAME HAS A NOSTALGIC FOLLOWING AND IS OFTEN REMEMBERED FONDLY FOR ITS UNIQUE TAKE ON THE ACTION-ADVENTURE GENRE.

RETRO Magazine

GAMER

"EXTREME-G" IS A FUTURISTIC RACING VIDEO GAME RELEASED FOR THE NINTENDO 64 IN 1997.

DEVELOPED BY PROBE ENTERTAINMENT AND PUBLISHED BY ACCLAIM ENTERTAINMENT, IT FEATURES HIGH-SPEED MOTORCYCLE RACING IN A SCIENCE FICTION SETTING.

- **FUTURISTIC RACING**: PLAYERS RACE ON HIGH-TECH BIKES THROUGH VARIOUS TRACKS SET IN A DYSTOPIAN FUTURE, NAVIGATING LOOPS, JUMPS, AND OBSTACLES.

- **WEAPONS AND POWER-UPS**: RACERS CAN COLLECT POWER-UPS DURING RACES TO GAIN WEAPONS OR ENHANCEMENTS.

THIS ADDS A COMBAT ELEMENT TO THE TRADITIONAL RACING FORMULA.

- **Multiple Game Modes**: "Extreme-G" offers different modes, including time trials, championship, and multiplayer, allowing for competitive play with friends.

The game was noted for its impressive graphics, particularly the speed of the gameplay.

The fast-paced action is complemented by a techno soundtrack.

"Extreme-G" received positive reviews for its gameplay mechanics and fast-paced racing experience.

RETRO Magazine

DARKSTONE

RETRO GAMER

"DARKSTONE

"DARKSTONE" IS AN ACTION ROLE-PLAYING GAME RELEASED IN 1999 BY DELPHINE SOFTWARE AND PUBLISHED BY UBISOFT.

THE GAME IS SET IN A FANTASY WORLD AND COMBINES ELEMENTS OF HACK AND SLASH GAMEPLAY WITH ROLE PLAYING GAME MECHANICS, ALLOWING PLAYERS TO CHOOSE FROM VARIOUS CHARACTER CLASSES AND ENGAGE IN DUNGEON CRAWLING, QUESTING, AND COMBAT AGAINST VARIOUS MONSTERS.

PLAYERS CAN CHOOSE TO CONTROL ONE OR MORE CHARACTERS, CUSTOMIZING THEIR ABILITIES AND EQUIPMENT AS THEY PROGRESS THROUGH THE GAME.

THE STORYLINE REVOLVES AROUND THE QUEST TO DEFEAT THE EVIL SORCERER DRAAK AND SAVE THE REALM OF URTUK FROM DARKNESS.

RETRO Magazine

DARKSTONE

RETRO GAMER

"DARKSTONE

PLAYERS TAKE ON THE ROLE OF AN ADVENTURER WHO HAS TO RECREATE THE TIME ORB AND USE THIS TO SLAY DRAAK IN HIS LAIR.

BEGINNING IN AN UNNAMED VILLAGE, THE PLAYER CAN CHOOSE FROM A RANGE OF CHARACTERS CLASS WARRIOR//AMAZON, WIZARD// SORCERESS, ASSASSIN//THIEF AND MONK//PRIESTESS.

"DARKSTONE IS

A TYPICAL MEDIEVAL ROLE PLAYING GAME.

DARKSTONE IS SIMILAR TO BALDUR'S GATE AND DIABLO IN GAMEPLAY STYLE AND THEMES.

GAMEPLAY REVOLVES AROUND IMPROVING THE CHARACTER STATS OF STRENGTH, MAGIC, DEXTERITY AND VITALITY AS WELL AS THE CHARACTER'S GEAR, WEAPONS, MAGICAL KNOWLEDGE, ETC.

RETRO Magazine

DARKSTONE

GAMER

"DARKSTONE

THE FOUR LANDS OF UMA INCREASE IN DIFFICULTY AND ARE ACCESSED SEQUENTIALLY, WITH DIFFERENT ENEMIES PATROLLING THE LANDS AND DUNGEONS BENEATH.

RELEASE

DARKSTONE WAS RELEASED IN 1999 FOR THE PC.

DELPHINE RELEASED AN EDITOR FOR CUSTOM QUESTS VIA THEIR WEBSITE.

SIMULTANEOUSLY, DELPHINE ALSO RELEASED DARKSTONE: JOURNEY IN UMA ONLINE, A FREE EXPANSION FOR DARKSTONE WHICH CONTAINED ADDITIONAL QUESTS.

RETRO Magazine

DARKSTONE

GAMER

"DARKSTONE

A PLAYSTATION VERSION WAS MADE AVAILABLE IN 2001.

THE GAME WAS EVENTUALLY RELEASED ON STEAM FOR MODERN OPERATING SYSTEMS.

THE PLAYSTATION VERSION RECEIVED MIXED REVIEWS.

THE GAME GOLD 75,000 UNITS BY MARCH 2000.

AS OF OCTOBER 2001, THE PC VERSION HAD SOLD AROUND 130,000.

RETRO Magazine

THE BOONDOCK SAINTS

GAMER

A CULT CLASSIC! THE BOONDOCK SAINTS IS A 1999 AMERICAN ACTION-THRILLER FILM WRITTEN AND DIRECTED BY TROY DUFFY.

THE MOVIE FOLLOWS THE STORY OF TWO IRISH CATHOLIC BROTHERS, CONNOR (SEAN PATRICK FLANERY) AND MURPHY MACMANUS (NORMAN REEDUS), WHO BECOME VIGILANTES IN BOSTON AFTER WITNESSING A MURDER.

RETRO Magazine

THE BOONDOCK SAINTS

CAM GAMER

THE BROTHERS TEAM UP WITH A WISECRACKING COP, PAUL SMECKER (WILLEM DAFOE), TO TAKE DOWN A CRIME SYNDICATE.

THE FILM'S SUCCESS CAN BE ATTRIBUTED TO ITS OVER-THE-TOP VIOLENCE, DARK HUMOR, AND THE CHEMISTRY BETWEEN THE LEAD ACTORS.

THE BOONDOCK SAINTS

RETRO Magazine

THE BOONDOCK SAINTS

GAMER

THE FILM'S THEMES OF FAITH, FAMILY, AND THE STRUGGLE BETWEEN GOOD AND EVIL ARE WOVEN THROUGHOUT THE NARRATIVE, ADDING DEPTH TO THE OTHERWISE VIOLENT AND ACTION-PACKED PLOT.

THE BOONDOCK SAINTS HAS ALSO BEEN PRAISED FOR ITS STYLISH VISUALS, INCLUDING ITS USE OF DARK COLORS AND INNOVATIVE CAMERA WORK.

THE BOONDOCK SAINTS

SOME INTERESTING FACTS ABOUT THE BOONDOCK SAINTS:

TROY DUFFY WROTE THE SCRIPT IN JUST 3 DAYS**: DUFFY HAD A CLEAR VISION FOR THE FILM AND WROTE THE SCRIPT IN A WHIRLWIND 72 HOURS.

THE FILM WAS MADE ON A SHOESTRING BUDGET: THE PRODUCTION BUDGET WAS AROUND $6 MILLION, MAKING IT A LOW-BUDGET INDIE FILM.

SOME INTERESTING FACTS ABOUT THE BOONDOCK SAINTS:

WILLEM DAFOE WAS NOT THE FIRST CHOICE: SEAN PENN WAS INITIALLY APPROACHED FOR THE ROLE OF DETECTIVE SMECKER, BUT HE TURNED IT DOWN.

THE FILM'S VIOLENCE WAS REAL: MANY OF THE STUNTS WERE PERFORMED BY THE ACTORS THEMSELVES, AND SOME SCENES REQUIRED ACTUAL BLOOD AND GORE.

THE FILM'S SUCCESS WAS FUELED BY WORD-OF-MOUTH: THE BOONDOCK SAINTS GAINED A LOYAL FAN BASE THROUGH GRASSROOTS MARKETING AND POSITIVE REVIEWS FROM CRITICS.

OVERALL, THE BOONDOCK SAINTS IS A UNIQUE BLEND OF ACTION, DRAMA, AND DARK HUMOR THAT HAS BECOME A CULT CLASSIC.

THE BOONDOCK SAINTS

RETRO Magazine WHALE'S VOYAGE GAMER

WHALE'S VOYAGE

"WHALE'S VOYAGE" IS A GAME THAT WAS RELEASED FOR THE AMIGA CD32, A CD-ROM CONSOLE THAT WAS PART OF THE AMIGA FAMILY OF COMPUTERS.

WHALES VOYAGE IS GENERALLY KNOWN AS A SIDE-SCROLLING ADVENTURE GAME THAT INVOLVES EXPLORING UNDERWATER ENVIRONMENTS AND INTERACTING WITH VARIOUS SEA CREATURES.

THE PLAYER IS A SPACE TRAVELER WHO BECOMES STRANDED IN SPACE AFTER MAKING A BAD DEAL PURCHASING THE SPACECRAFT "WHALE".

LEFT ORBITING A REMOTE PLANET, THEY MUST USE TRADE AND SKILL TO UPGRADE THE SHIP ENOUGH TO ESCAPE.

WHALE'S VOYAGE

RETRO Magazine

WHALE'S VOYAGE

GAMER

WHALE'S VOYAGE

WHALE`S VOYAGE IS A COMPLICATED, AND DAUNTING GAME TO PLAY

AND ALTHOUGH WHALE`S VOYAGE LACKED THE DEPTH AND IMMERSION OF OTHER ADVENTURE GAMES.

LEGACY

A SEQUEL WAS RELEASED IN 1995 ENTITLED WHALE'S VOYAGE II: DIE UBERMACHT.

WHILE NEVER ORIGINALLY RELEASED IN ENGLISH, THE SEQUEL WAS UNOFFICIALLY TRANSLATED INTO THE LANGUAGE IN 2018

RETRO Magazine

THE SUFFERING

GAMER

"THE SUFFERING

"THE SUFFERING" IS A PSYCHOLOGICAL HORROR VIDEO GAME DEVELOPED BY SURREAL SOFTWARE AND PUBLISHED BY MIDWAY GAMES.

IT WAS RELEASED FOR PLAYSTATION 2, XBOX, AND PC IN 2004.

THE GAME IS SET IN A FICTIONAL PRISON CALLED ABBOTT STATE PENITENTIARY, WHICH IS HAUNTED BY MONSTROUS MANIFESTATIONS OF THE PROTAGONIST'S GUILT AND GUILT FROM THE PRISON'S DARK HISTORY.

"THE SUFFERING

THE STORY CENTERS AROUND THE MAIN PROTAGONIST, TORQUE, WHO IS ON DEATH ROW FOR COMMITTING A CRIME HE CANNOT REMEMBER.

AS TORQUE NAVIGATES THE PRISON, HE ENCOUNTERS VARIOUS HORRIFYING CREATURES, EACH REPRESENTING ASPECTS OF GUILT AND TRAUMA.

THE STORY UNFOLDS THROUGH ENVIRONMENTAL STORYTELLING AND INTERACTIONS WITH OTHER CHARACTERS.

RETRO Magazine

THE SUFFERING

GAMER

"THE SUFFERING

THE GAME FEATURES A COMBINATION OF SURVIVAL HORROR ELEMENTS, INCLUDING COMBAT, PUZZLE-SOLVING, AND EXPLORATION.

PLAYERS MUST NAVIGATE THROUGH DIFFERENT ENVIRONMENTS WITHIN THE PRISON, FACING OFF AGAINST ENEMIES WHILE MANAGING LIMITED RESOURCES LIKE AMMO AND HEALTH ITEMS.

"THE SUFFERING

THE SUFFERING" INCORPORATES A MORAL CHOICE SYSTEM THAT AFFECTS THE GAME'S OUTCOME, SPECIFICALLY THE FATE OF TORQUE AND THE OTHER CHARACTERS ENCOUNTERED.

CHOICES MADE THROUGHOUT THE GAME CAN LEAD TO DIFFERENT ENDINGS, ENCOURAGING REPLAYABILITY.

"THE SUFFERING

THE GAME IS NOTED FOR ITS DARK AND OPPRESSIVE ATMOSPHERE, ENHANCED BY SOUND DESIGN AND VISUAL EFFECTS THAT CONTRIBUTE TO THE HORROR EXPERIENCE.

THE GRAPHIC DEPICTION OF THE PRISON AND ITS SUPERNATURAL ENCOUNTERS CREATE A TENSE AND UNSETTLING ENVIRONMENT.

"THE SUFFERING

"THE SUFFERING" HAS GARNERED A CULT FOLLOWING DUE TO ITS UNIQUE STORYTELLING, COMPLEX THEMES RELATED TO GUILT AND REDEMPTION, AND ITS ENGAGING GAMEPLAY MECHANICS, MAKING IT A NOTABLE TITLE IN THE SURVIVAL HORROR GENRE.

THE SUFFERING

RETRO Magazine

THE SUFFERING

GAMER

"THE SUFFERING

THE SUFFERING RECEIVED "GENERALLY FAVORABLE REVIEWS"; ON PLAYSTATION, XBOX AND PC.

RETRO Magazine

STAR WARS OBI-WAN

GAMER

STAR WARS: OBI-WAN

STAR WARS: OBI-WAN IS A 2001 ACTION-ADVENTURE VIDEO GAME DEVELOPED AND PUBLISHED BY LUCASARTS AND RELEASED EXCLUSIVELY FOR XBOX ON DECEMBER 19, 2001 IN NORTH AMERICA AND MARCH 29, 2002 IN EUROPE.

IT IS SET IN THE LEGENDS CANONICITY OF THE STAR WARS UNIVERSE.

STAR WARS OBI-WAN

STAR WARS: OBI-WAN

PLAYERS CONTROL THE JEDI OBI-WAN KENOBI AROUND 32 YEARS BEFORE THE BATTLE OF YAVIN, SHORTLY PRIOR TO AND DURING THE EVENTS OF THE 1999 FILM THE PHANTOM MENACE.

THE GAME RECEIVED GENERALLY MIXED REVIEWS UPON ITS RELEASE.

STAR WARS OBI-WAN

STAR WARS: OBI-WAN

THE GAME IS UNIQUE IN THAT LIGHT SABER COMBAT IS CONTROLLED USING THE RIGHT ANALOG STICK OF THE XBOX CONTROLLER.

BY MOVING THE STICK IN SPECIFIC MOTIONS KENOBI WILL SWING HIS LIGHT SABER IN A RELATED MOTION.

THE CHARACTER HAS A VARIETY OF FORCE POWERS AT HIS DISPOSAL.

STAR WARS
OBI-WAN

STAR WARS: OBI-WAN

ONE POWER PROVIDES A VERSION OF BULLET TIME, SLOWING THE AREA AROUND THE CHARACTER, EFFECTIVELY ALLOWING PLAYERS TO ATTACK SLOWED-DOWN ENEMIES, OR EVADE TO COVER.

OTHER POWERS ALLOW HIM TO JUMP HIGHER, MOVE OBJECTS, AND DISARM ENEMIES.

STAR WARS: OBI-WAN RECEIVED "MIXED" REVIEWS UPON ITS RELEASE.

STAR WARS OBI-WAN

RETRO Magazine

FINAL FANTASY TACTICS

GAMER

"FINAL FANTASY TACTICS"

FINAL FANTASY TACTICS IS A TACTICAL ROLE-PLAYING GAME DEVELOPED BY SQUARE (NOW SQUARE ENIX) AND FIRST RELEASED IN 1997 FOR THE PLAYSTATION.

THE GAME FOLLOWS A YOUNG NOBLE NAMED RAMZA BEOULVE DURING A TURBULENT TIME IN THE KINGDOM OF IVALICE, FOCUSING ON THEMES OF POLITICS, CLASS STRUGGLE, AND BETRAYAL.

FINAL FANTASY TACTICS

RETRO Magazine

FINAL FANTASY TACTICS

GAMER

"FINAL FANTASY TACTICS"

THE PLOT IS RICH WITH POLITICAL INTRIGUE AND MORALLY COMPLEX CHARACTERS.

PLAYERS CAN CUSTOMIZE THEIR CHARACTERS BY CHOOSING FROM A WIDE RANGE OF JOBS (OR CLASSES), EACH WITH UNIQUE ABILITIES.

CHARACTERS CAN LEARN SKILLS FROM DIFFERENT JOBS, ALLOWING FOR FLEXIBLE STRATEGIES.

FINAL FANTASY TACTICS

RETRO Magazine
FINAL FANTASY TACTICS
GAMER

"FINAL FANTASY TACTICS"

THE GAME FEATURES GRID-BASED COMBAT, WHERE POSITIONING, TERRAIN, AND UNIT ABILITIES PLAY CRITICAL ROLES.

PLAYERS MUST STRATEGICALLY MANEUVER THEIR UNITS TO OUTSMART OPPONENTS.

RETRO Magazine

FINAL FANTASY TACTICS

GAMER

"FINAL FANTASY TACTICS"

THE GAME IS KNOWN FOR ITS CHALLENGING GAMEPLAY AND DEEP SYSTEMS, OFFERING A HIGH DEGREE OF STRATEGY AND CUSTOMIZATION.

"FINAL FANTASY TACTICS" HAS RECEIVED CRITICAL ACCLAIM AND REMAINS A CLASSIC IN THE TACTICAL ROLE PLAYING GAME GENRE, INSPIRING MANY GAMES THAT FOLLOWED IT.

FINAL FANTASY TACTICS